

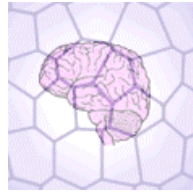
Prescience
Event



Cancel an Event card.

The power to see beyond sight, beyond what will be.

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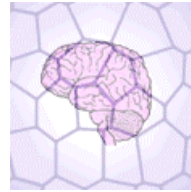
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Prescience
Event



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Downpour
Event



Target a unit. That unit must cease movement and may not move for the remainder of the round.

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Brickwall
Event



Target a unit. That unit must cease movement and may not move for the remainder of the round.

BONK! Oooouch!

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Cannibals
Event: Damage



Target a crew on a Land hex. D6: 1-3; Crew loses one step, 4-5; Crew may not move next turn, 6; No effect.

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Poisonous Snakes
Event: Damage



Target a crew on a Land hex. D6: 1-3; Crew loses one step, 4-5; Crew may not move next turn, 6; No effect.

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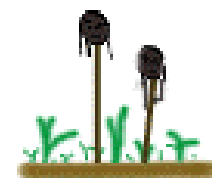


Bog
Event: Damage



Target a crew on a Land hex. D6: 1-2; Destroy the unit, 3-5; Crew loses one step, 6; Crew may not move next turn.

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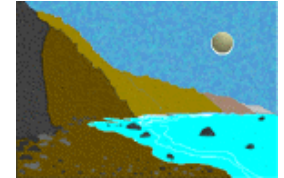


Headhunters
Event: Damage



Target a crew on a Land hex. D6: 1-2; Destroy the crew, 3-5; Crew loses one step, 6; No effect.

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Rocky Coast
Event: Damage



Target a ship in a coastal hex. D6: 1-2; Ship loses one step, 3-5; Ship may not move next turn, 6; No effect.

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